

387 to 103



Strategy

REMOVE ONE CONFEDERATE BRIGADIER FROM PLAY.

387 to 103



Strategy

REMOVE ONE CONFEDERATE BRIGADIER FROM PLAY.

Appomattox



Strategy

THIS CARD CAN ONLY BE PLAYED IF THE CONFEDERATE CAPITOL IS UNION-OCCUPIED AND CSNV HAS LOST A BATTLE.

CSNV SURRENDERS.

Arlington



Principle

GAIN 1 RESOURCE FOR EACH INFANTRY UNIT LOST IN BATTLE. MAXIMUM OF 3 RESOURCES PER TURN.

Assault



Tactics

DURING EACH TURN OF COMBAT, AFTER THE RESOLUTION OF THE FIRST ATTACK, AUTOMATICALLY REPEAT THAT ATTACK.

Assault



Tactics

DURING EACH TURN OF COMBAT, AFTER THE RESOLUTION OF THE FIRST ATTACK, AUTOMATICALLY REPEAT THAT ATTACK.

Assault



Tactics

DURING EACH TURN OF COMBAT, AFTER THE RESOLUTION OF THE FIRST ATTACK, AUTOMATICALLY REPEAT THAT ATTACK.

Confederate Counterfeiters



Principle

DEDUCT 2 RESOURCES FROM THE CONFEDERATE PLAYER DURING EACH RESOURCE ALLOCATION PHASE.

Confederate Counterfeiters



Principle

DEDUCT 2 RESOURCES FROM THE CONFEDERATE PLAYER DURING EACH RESOURCE ALLOCATION PHASE.